In The Beginning…

There was brief snippets of discussion on the group board which consisted of minor introductions, and idea swapping. Initially it looked as if everyone would collaborate online, but that changed on Sunday, the 11th, when several group members met in person to go over the assignment and begin working on the components.

Difficult Moments

There weren't many. Everyone seemed to work together as a team remarkably well. It appears everyone felt that this game was very similar to Langston's Ant, with the exception that now there were two "critters to keep track of instead of one. Seemingly this was more of a project to test how each of us would work together as a group to solve a problem.

Design Decisions

The main design decision of the project was figuring out how to keep track of Creature objects and the state of the board. In the beginning of the project, it seemed like it may be convenient for Ant and Doodlebug movement functionality to be stored within the Ant and Doodlebug objects themselves. When trying to implement this solution, it became very obvious that this would make the Board class functions very complex and inefficient for carrying out the simulation. The better solution was then proposed to store an array of Critter objects within the Board class as well as all the functionality necessary for movement of the objects and progression of the simulation. By making this decision, it vastly reduced the amount of times the program would need to call outside of the Board class to retrieve information.

Future Opportunities

The online learning situation can make it seem rather isolating unless you make great efforts to break out of that cocoon and find others to work with. For this project I feel like a focus needs to be made on making potential group partners either geographically close, or enforcing the utilization of online services for video/voice chat to communicate. Luckily a majority of the people in our group live relatively close together, so the project essentially came together with exponential speed.

Last Thoughts

Fun assignment, if a bit flat. Our program only has 4 inputs, then the program took over without further input necessary.

A clear advantage of attacking the project as a group is sharing ideas and debating different approaches to solve problems. As with any group situation, you have to come to a consensus and move forward, but it's helpful to have multiple people working on a solution.

Group Member Contributions

Jonathan Baldwin - contributed to overall program design, wrote Critter class, compiled program and ran through valgrind to ensure no memory leaks

Jake Miller - Wrote Ant class, contributed to original team planning

Alex McEvoy - Worked on Board class with input from other team members, contributed to project planning

Stephen Boles - Contributed to project planning, completed reflection and input testing. Completed main

Wan Ashraf wan Ahmad Ezani - Contributed to project planning, Completed class Doodlebug, Contributed to class Board.